Fig. 1

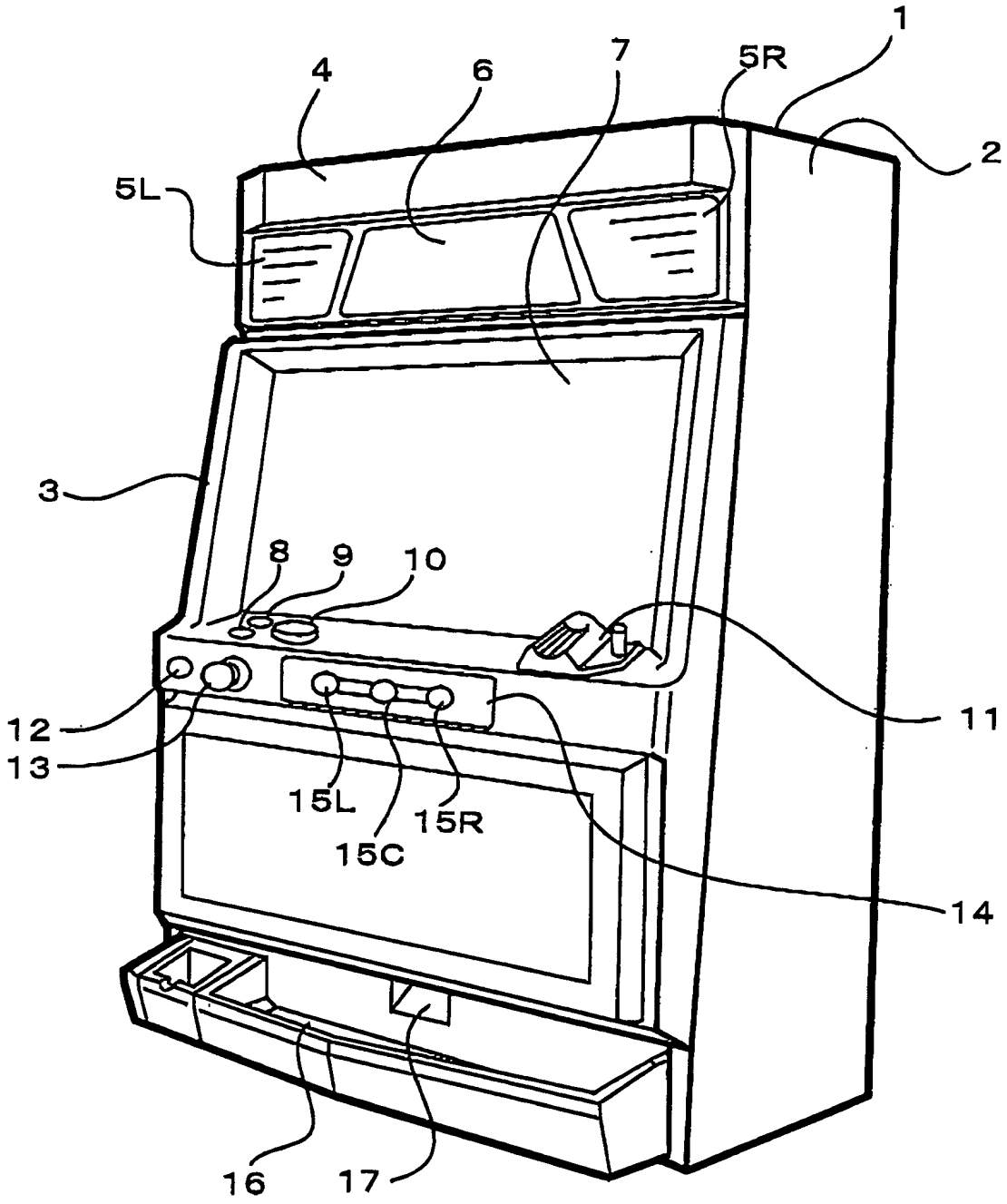


Fig. 2

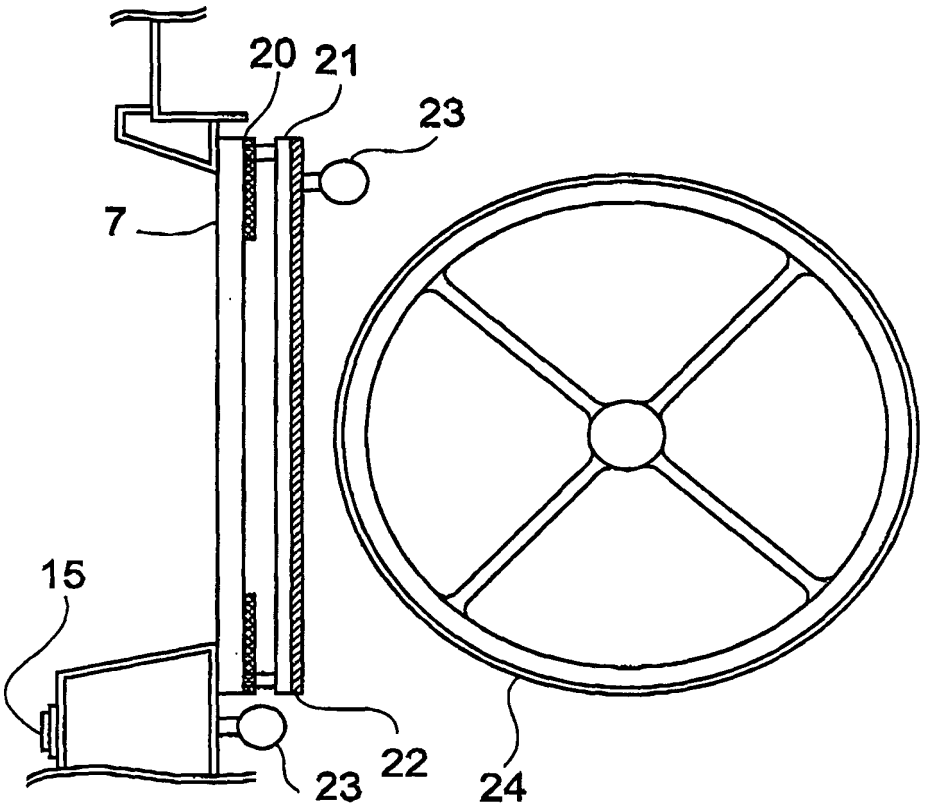

20
21
23
7
15
22
23
24

Fig. 3

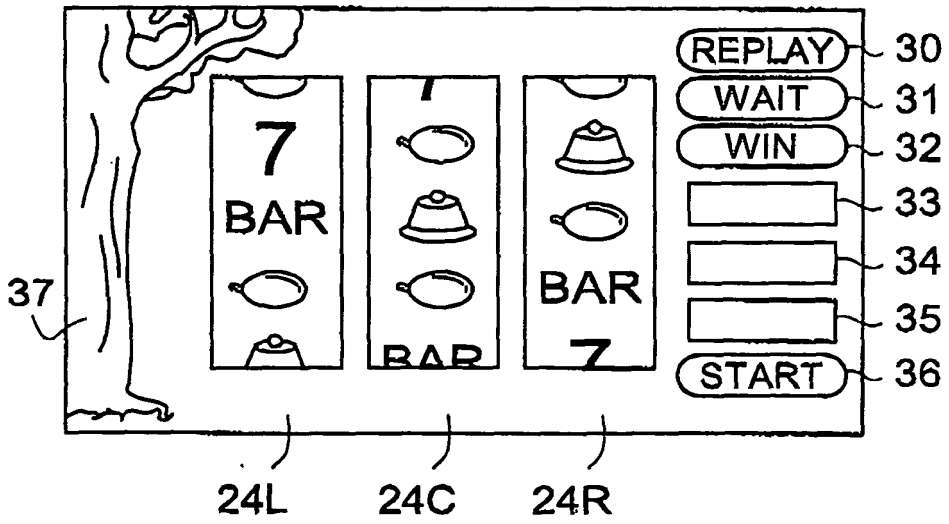

7
BAR
BAR
7
REPLAY
WAIT
WIN
START
30
31
32
33
34
35
36
37
24L
24C
24R

Fig. 4

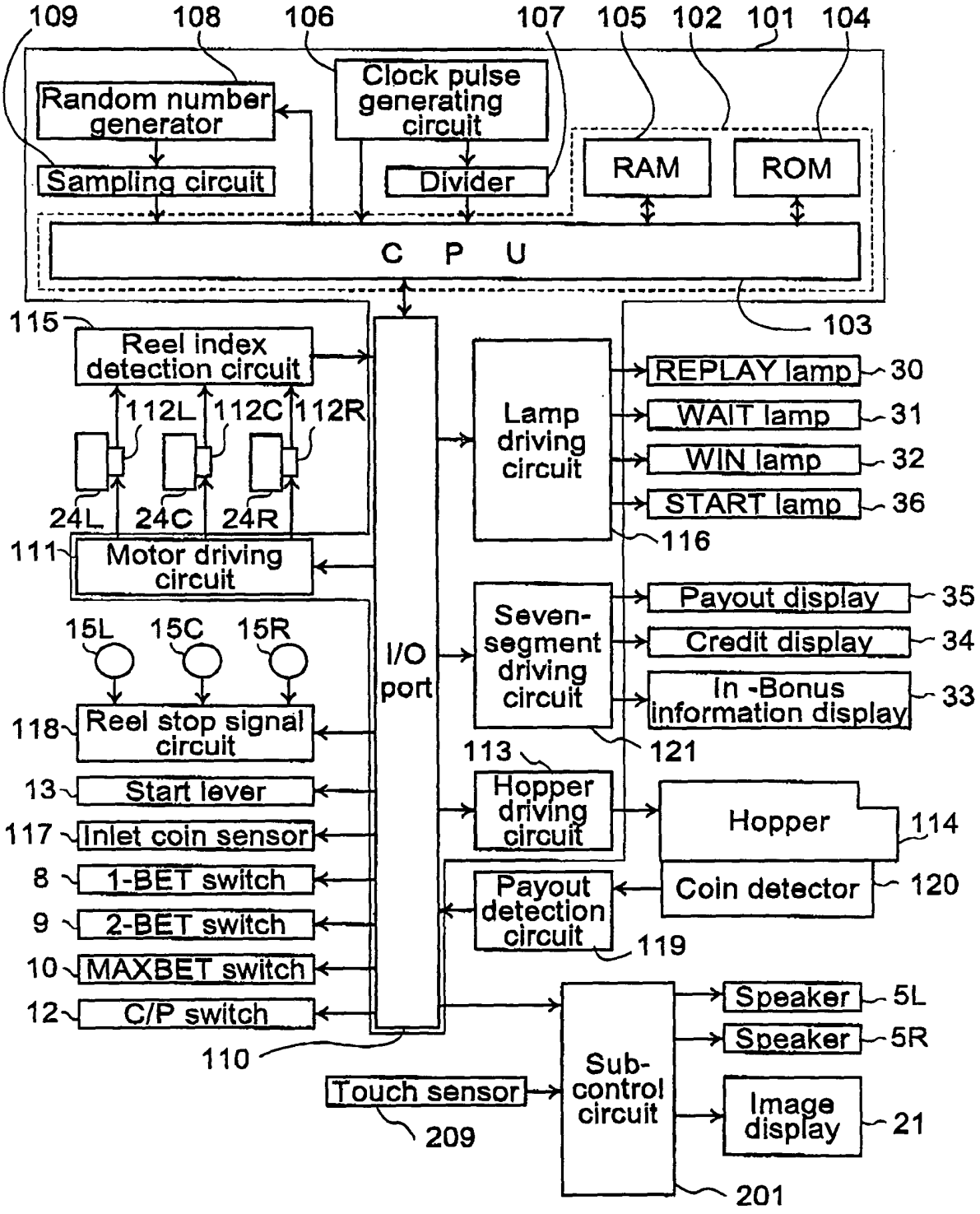

109
108
106
107
105
102
101
104
Random number generator
Clock pulse generating circuit
Sampling circuit
Divider
RAM
ROM
C P U
103
115
Reel index detection circuit
112L
112C
112R
24L
24C
24R
111
Motor driving circuit
15L
15C
15R
118
Reel stop signal circuit
13
Start lever
117
Inlet coin sensor
8
1-BET switch
9
2-BET switch
10
MAXBET switch
12
C/P switch
110
I/O port
Lamp driving circuit
REPLAY lamp
30
WAIT lamp
31
WIN lamp
32
START lamp
36
116
Seven-segment driving circuit
Payout display
35
Credit display
34
In -Bonus information display
33
121
113
Hopper driving circuit
Hopper
114
Payout detection circuit
Coin detector
120
119
Touch sensor
209
Sub-control circuit
Speaker
5L
Speaker
5R
Image display
21
201

Fig. 5

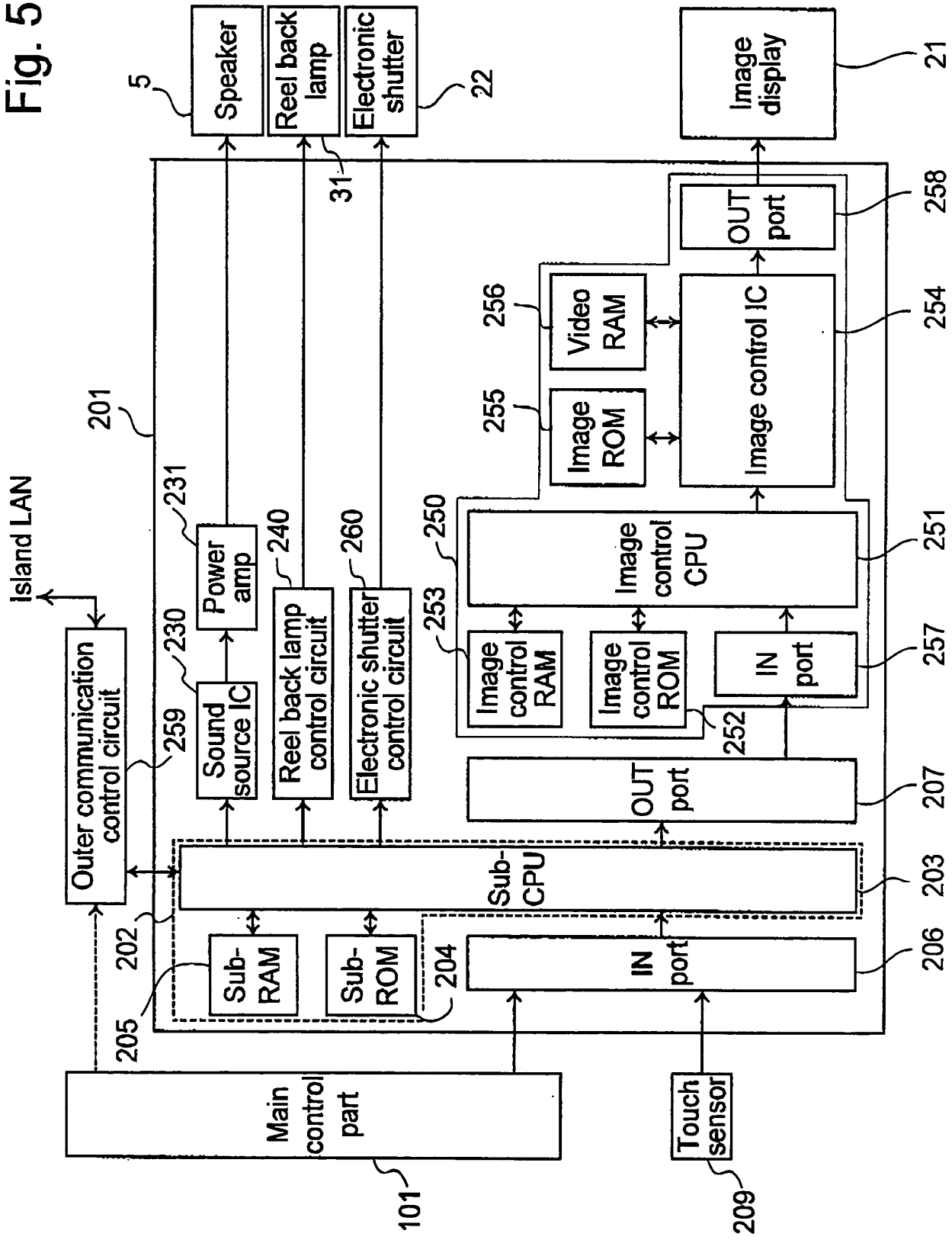

Island LAN
Outer communication control circuit
259
Main control part
101
Sub-CPU
203
Sub-RAM
202
205
Sub-ROM
204
201
IN port
206
OUT port
207
Touch sensor
209
Sound source IC
230
Power amp
231
Reel back lamp control circuit
240
Electronic shutter control circuit
260
Speaker
5
Reel back lamp
31
Electronic shutter
22
Image control CPU
250
251
Image control RAM
253
Image control ROM
252
IN port
257
Image ROM
255
Video RAM
256
Image control IC
254
OUT port
258
Image display
21

Fig. 6 A

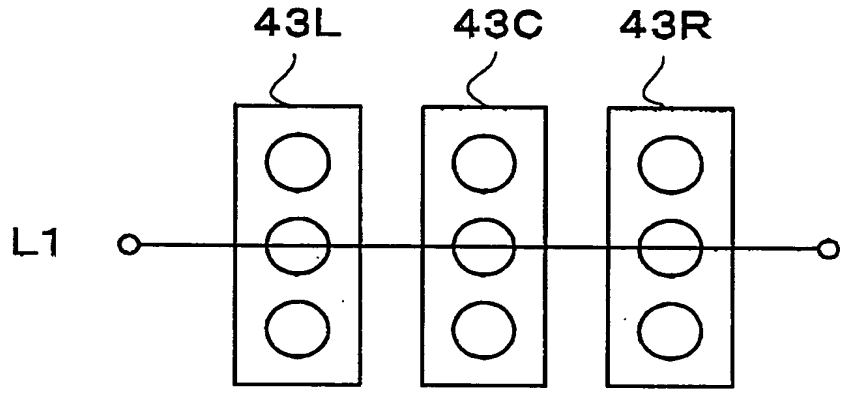


Fig. 6 B

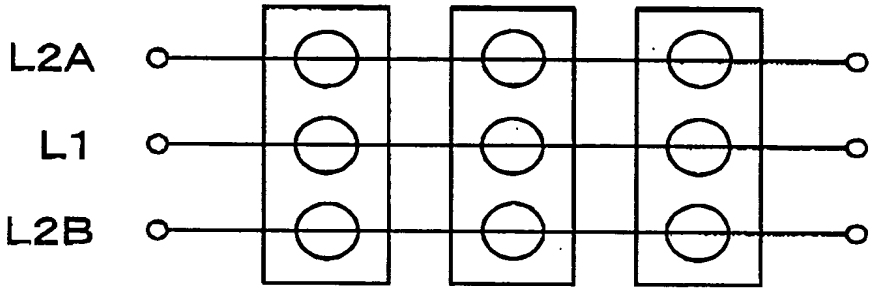


Fig. 6 C

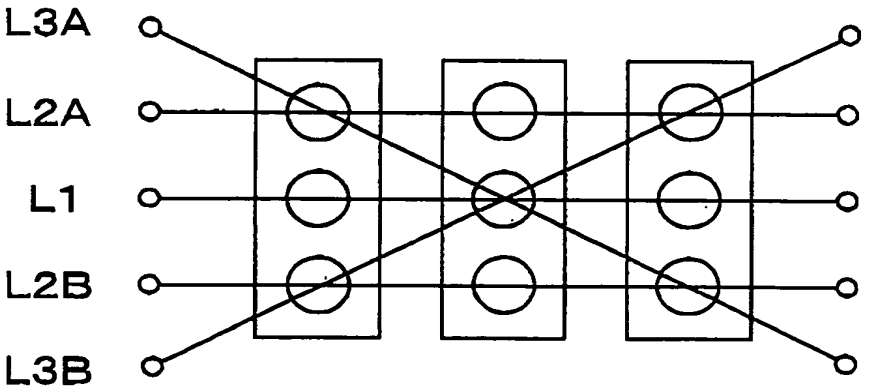


Fig. 7

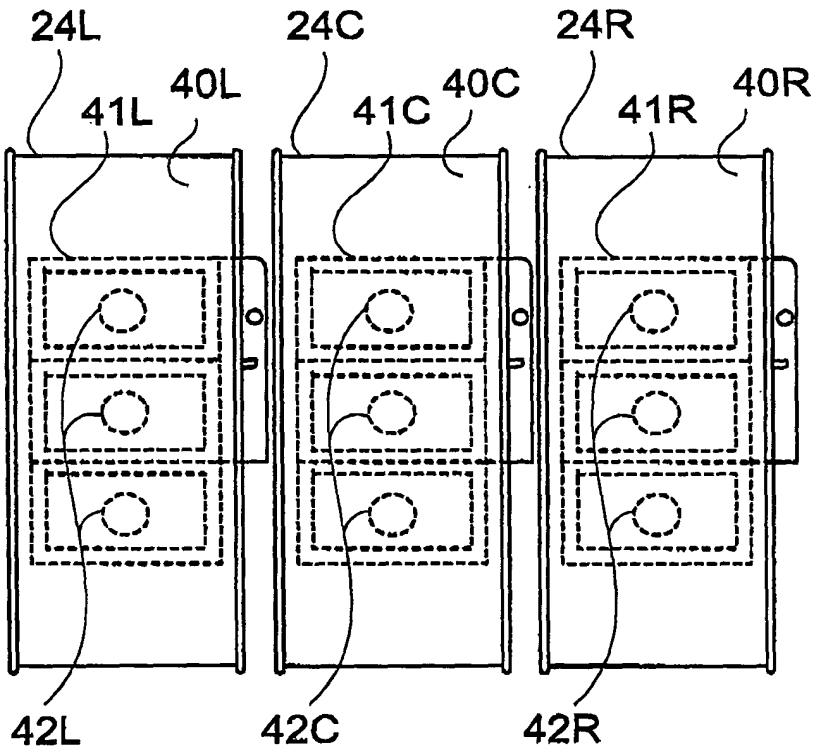


Fig. 8 A

Left reel

21	Red 7
20	Cherry
19	Bell
18	Replay
17	Red 7
16	BAR
15	Replay
14	Bell
13	7 with sword
12	Cherry
11	Bell
10	Replay
9	BAR
8	7 with sword
7	Bell
6	Replay
5	7 with sword
4	Watermelon
3	Bell
2	Replay
1	7 with sword

40L'

Fig. 8 B

Middle reel

21	Red 7
20	Replay
19	Watermelon
18	7 with sword
17	Bell
16	7 with sword
15	Replay
14	Cherry
13	Bell
12	7 with sword
11	Replay
10	Watermelon
9	BAR
8	Bell
7	Red 7
6	Replay
5	Bell
4	Replay
3	BAR
2	7 with sword
1	Bell

40C'

Fig. 8 C

Right reel

21	Cherry
20	Bell
19	Replay
18	7 with sword
17	Watermelon
16	Bell
15	Replay
14	7 with sword
13	BAR
12	Bell
11	Replay
10	7 with sword
9	Watermelon
8	Replay
7	Bell
6	Replay
5	BAR
4	Red 7
3	Bell
2	Replay
1	7 with sword

40R'

Fig. 9

Symbol combination	In Common gaming (In bonus internal winning)	Common gaming in BB	JAC(ranked pattern) gaming
Red 7—Red 7 —Red 7	15+BB		
BAR—BAR—BAR	15+RB		
7 with sword —7 with sword —7 with sword	15+SB		
Watermelon —Watermelon —Watermelon	3	15	
Bell—Bell—Bell	6	7	
Cherry —ANY—ANY	1	1	
Replay—Replay —Replay	Replay	1+RB	15

Fig. 10

Table No.	left middle right	left right middle	middle left right	middle right left	right left middle	right middle left
1	○	×	×	×	×	×
2	×	○	×	×	×	×
3	×	×	○	×	×	×
4	×	×	×	○	×	×
5	×	×	×	×	○	×
6	×	×	×	×	×	○

○··· prize
×··· not prize

* At any observation push timing.

Fig. 11

Winning pattern	Random number range	Winning probability
SB	0～2298	2299／16384
Bell	2299～11024	8726／16384
Watermelon	11025～11165	141／16384
Cherry	11166～11385	220／16384
Replay	11386～13630	2245／16384
BB	13631～13668	38／16384
RB	13669～13696	27／16384
Loss	13697～16383	2686／16384

Random number range : 0～16383

Fig. 12 A

Start command

1	Internal winning pattern
2	SB
	Bell
	Watermelon
	Cherry
	Replay
	BB
	RB
	Loss

3	Gaming status
4	In Common gaming
	In RB internal winning
	In BB internal winning
	RB in operation
	BB in operation

5	Selection stop table
6	Table No.1
	Table No.2
	Table No.3
	Table No.4
	Table No.5
	Table No.6

Fig. 12 B

Reel stop command

1	Stop order
2	First stop
	Second stop
	Third stop

3	Stop reel
4	Left reel
	Middle reel
	Right reel

5	Stop psition
6	0～21

Fig. 12 C

1 gaming completion command

1	Prize type
2	SB
	Bell
	Watermelon
	Cherry
	Replay
	BB
	RB
	Loss

3	Bonus gaming state
4	Common gaming 1 in BB
	Common gaming 2 in BB
	Common gaming 3 in BB
	RB Gaming 1
	RB Gaming 2
	RB Gaming 3
	RB completion
	BB completion

Fig. 13 A

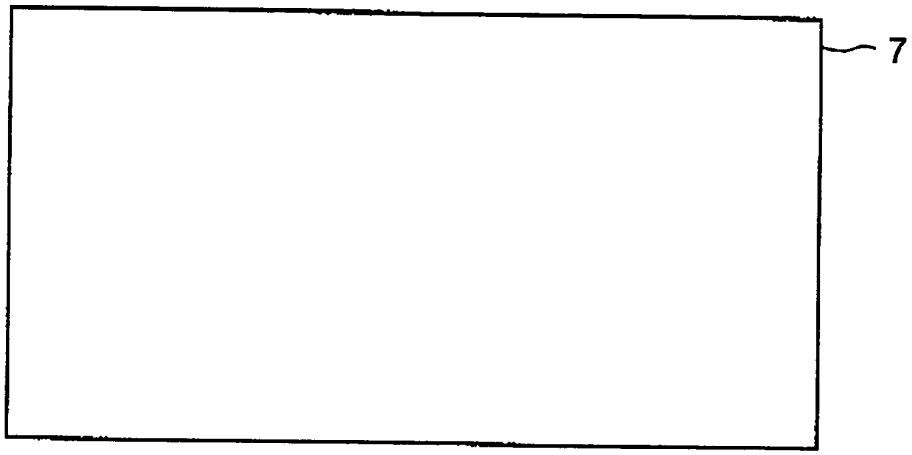


Fig. 13 B

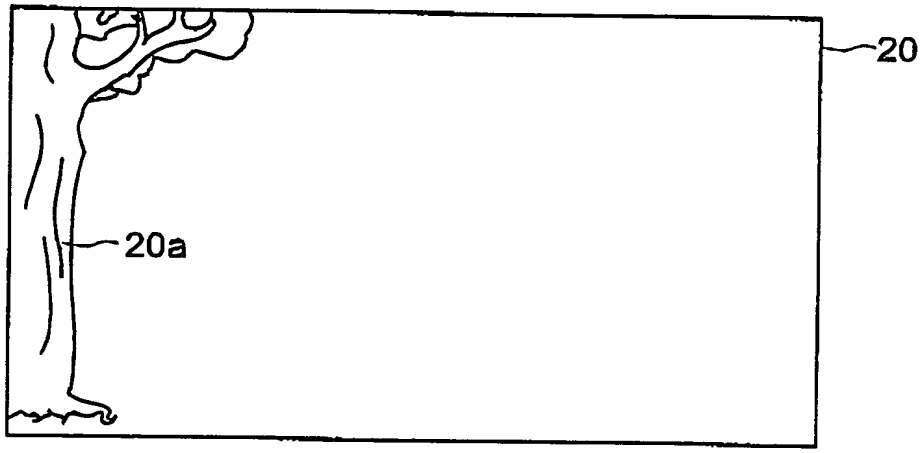


Fig. 13 C

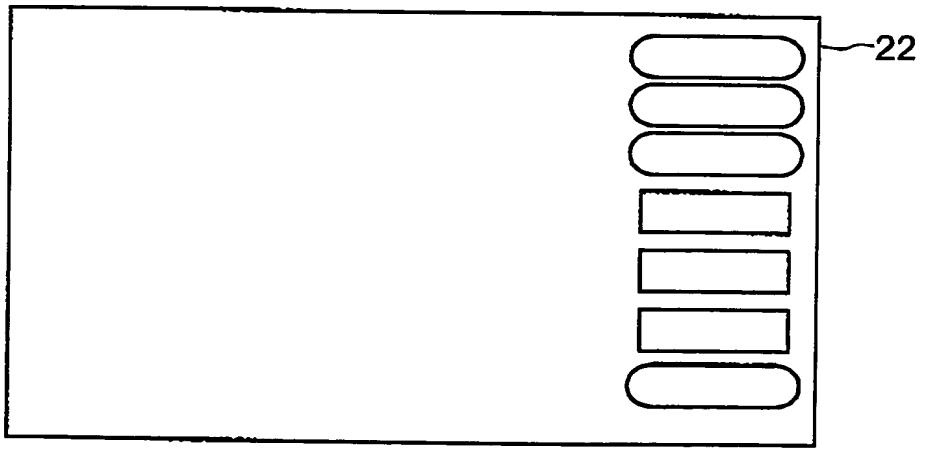


Fig. 14

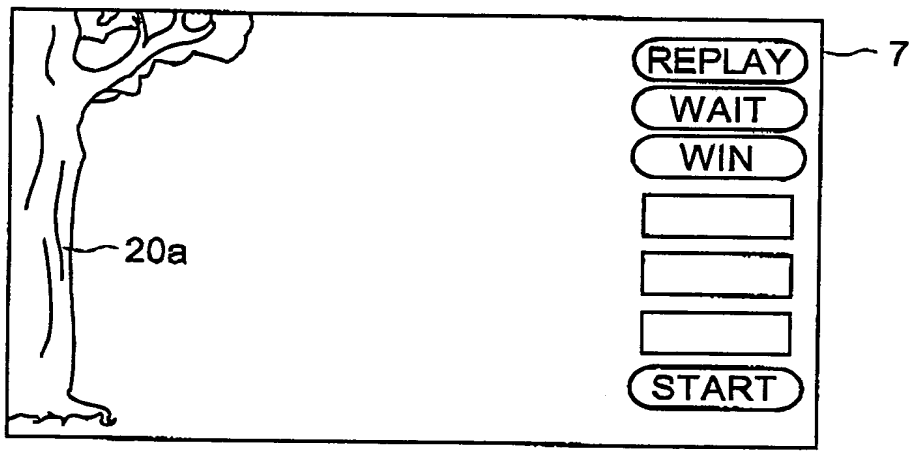


Fig. 15 A

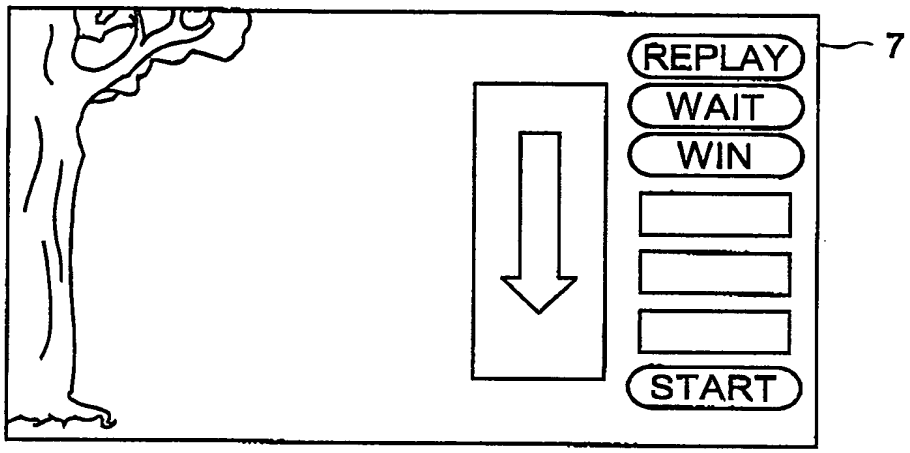


Fig. 15 B

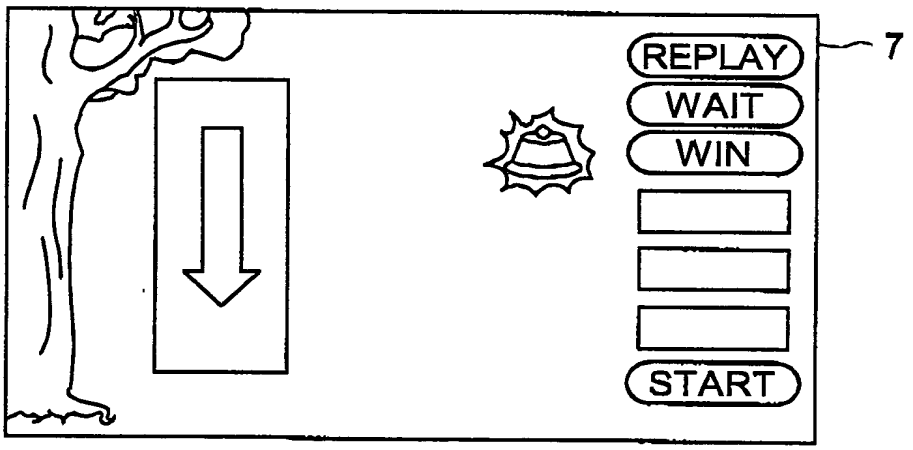


Fig. 15 C

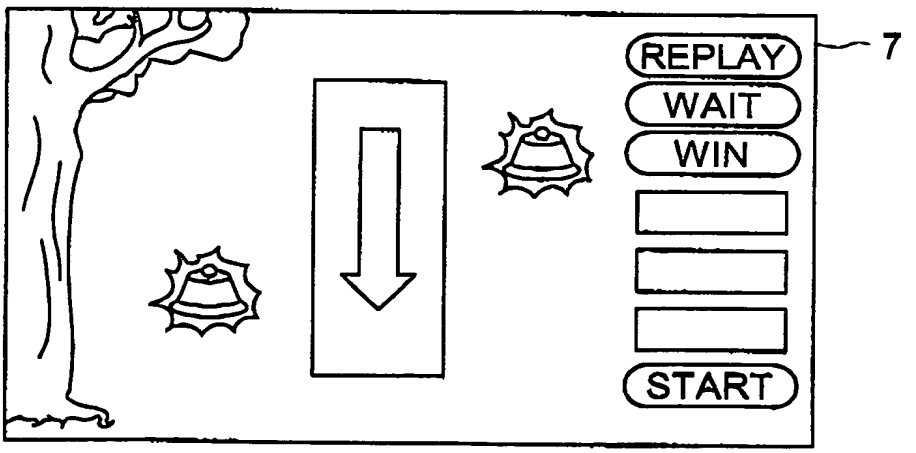


Fig. 16 A

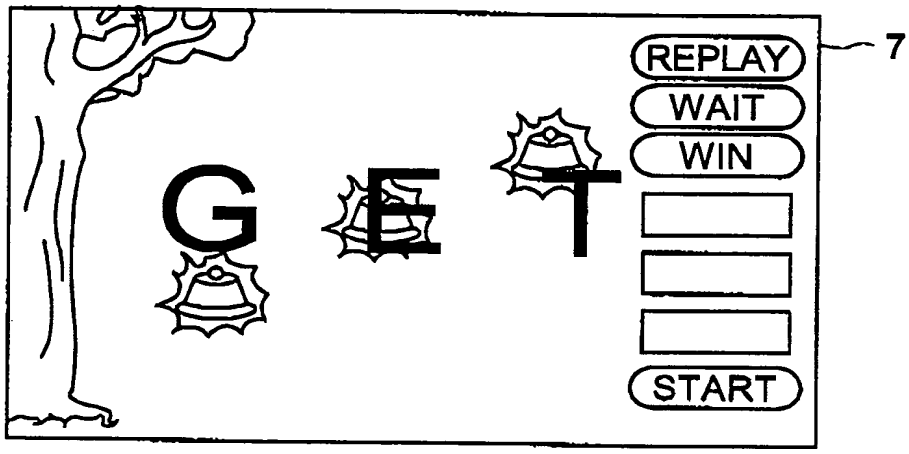


Fig. 16 B

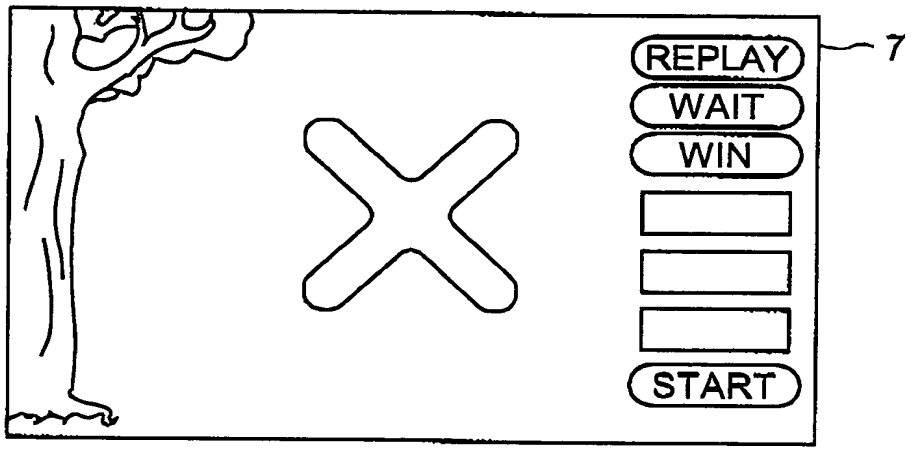


Fig. 16 C

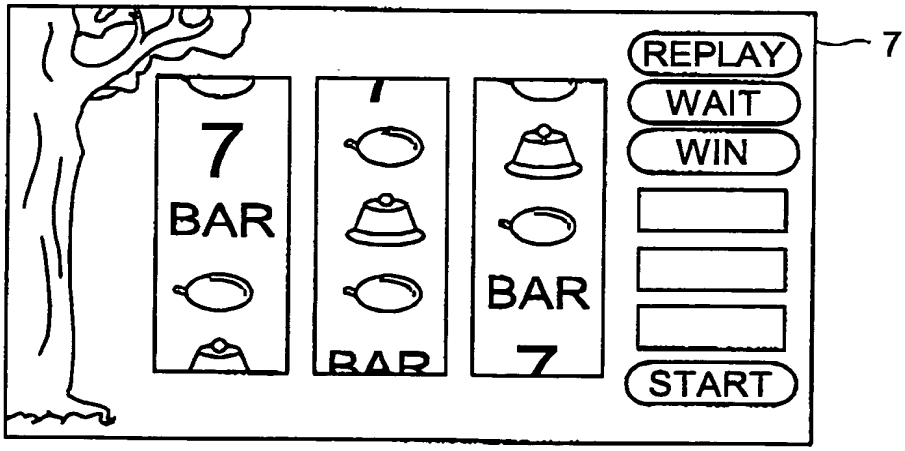


Fig. 17 A

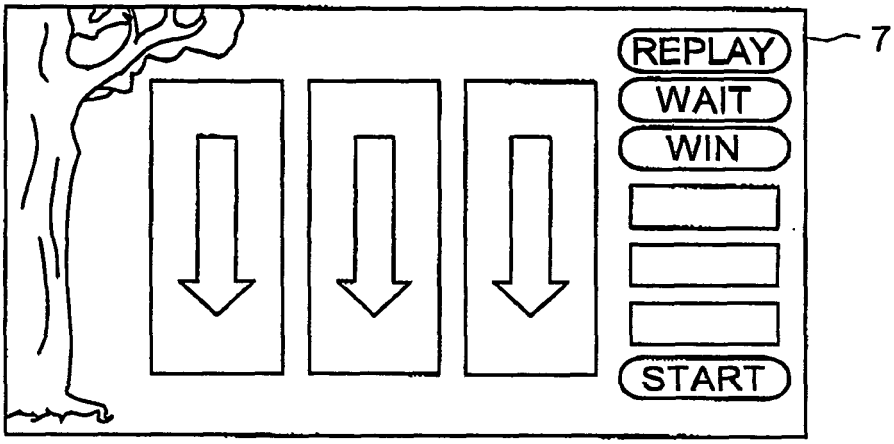


Fig. 17 B

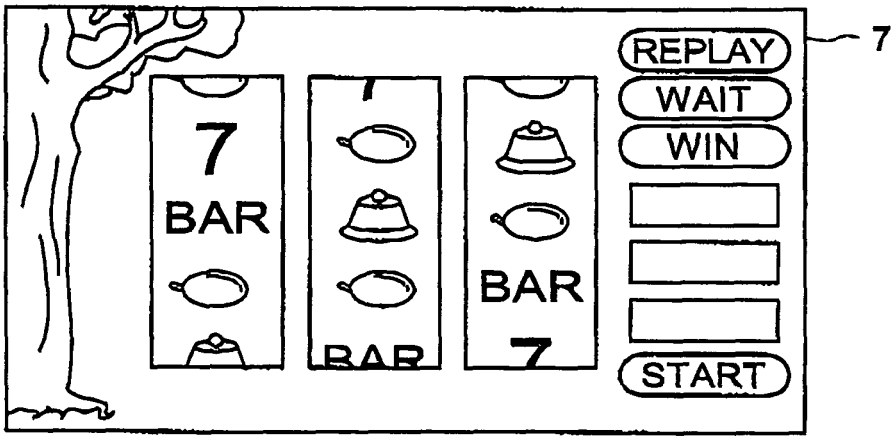


Fig. 17 C

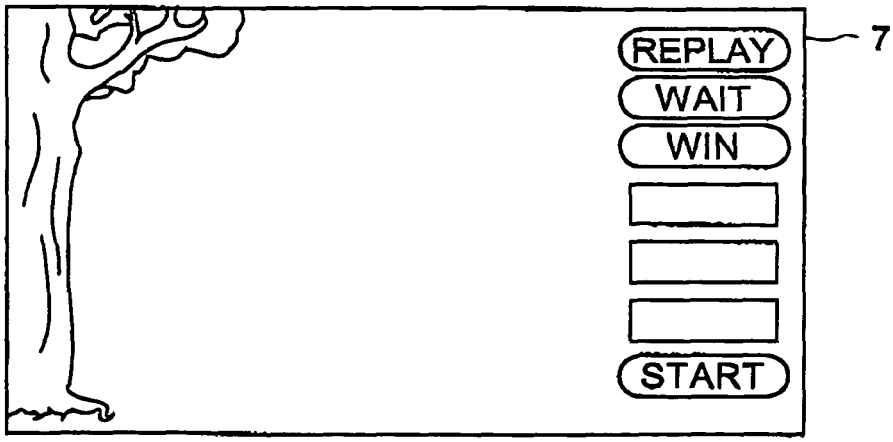


Fig. 18 A

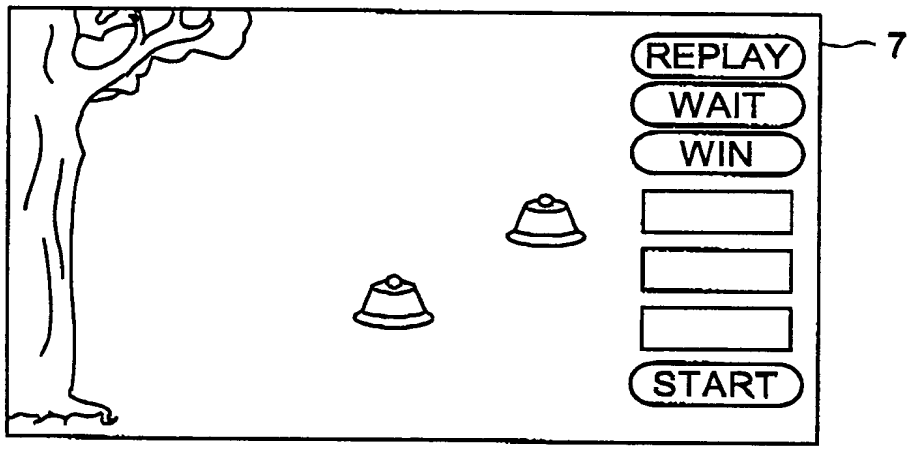


Fig. 18 B

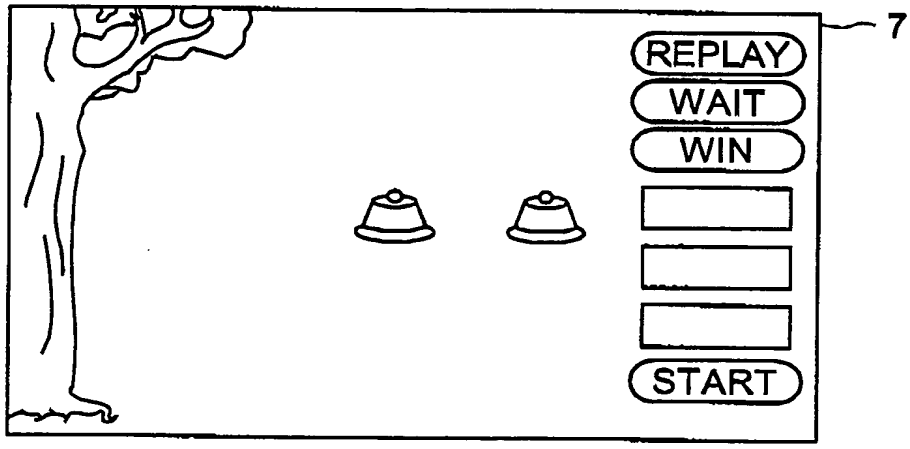


Fig. 19 A

Winning category	Prize category			
	BB	RB	Watermelon	SB
Win	0～45	0～56	0～20	0～11
Loss	46～127	57～127	24～127	12～127

Random number range: 0 to 127

Fig. 19 B

Number of bells displayed	Prize category			
	BB	RB	Watermelon	SB
All	0～84	0～96	0～20	0～8
Appearing number - 1	85～121	97～127	21～52	9～21
Appearing number - 2	122～127	—	53～90	22～38
Appearing number - 3	—	—	91～116	39～95
Appearing number - 4	—	—	117～123	96～120
Appearing number - 5	—	—	124～127	1221～127

Random number range: 0 to 127

Fig. 20

Established flag	BR continuance number			
	10 games	50 games	100 games	Loss
Watermelon	0～10	11～13	14～15	16～127
Two cherries	0～6	7～10	—	11～127
Loss	0～14	—	15～24	25～127

Random number range: 0 to 127

Fig. 21

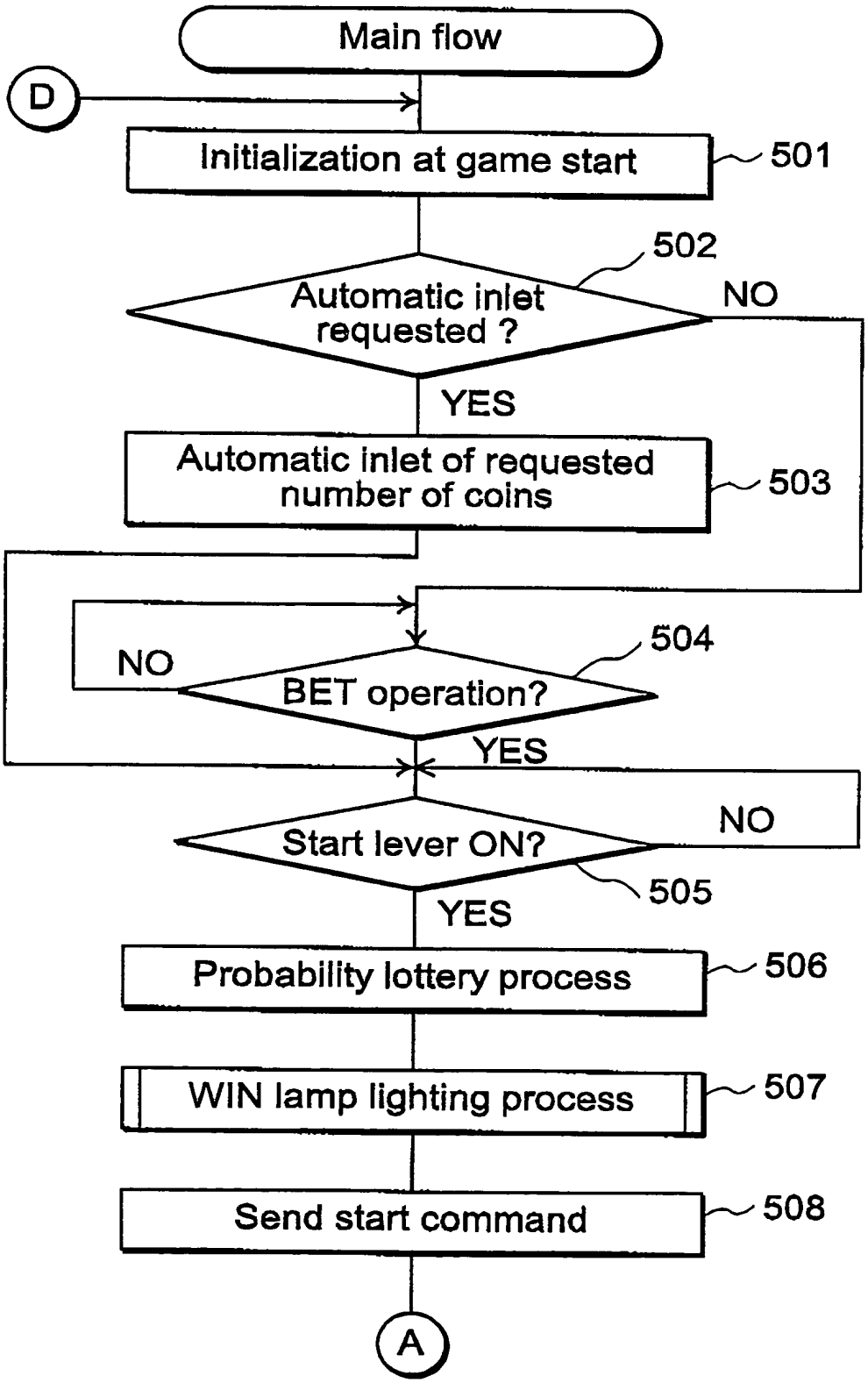

Main flow
D
Initialization at game start
501
502
Automatic inlet requested ?
NO
YES
Automatic inlet of requested number of coins
503
NO
504
BET operation?
YES
NO
Start lever ON?
505
YES
Probability lottery process
506
WIN lamp lighting process
507
Send start command
508
A

Fig. 22

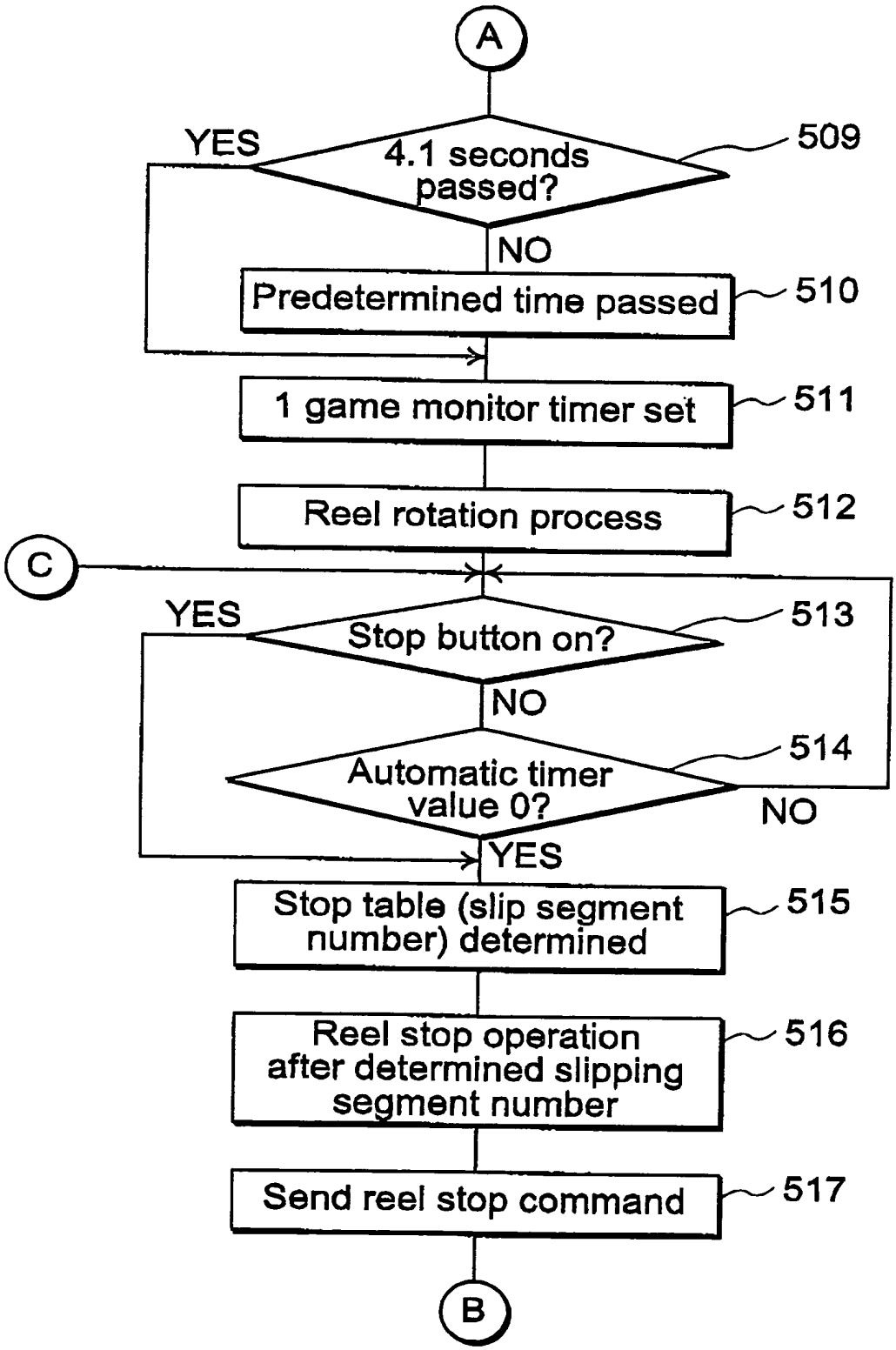

A
YES
4.1 seconds passed?
509
NO
Predetermined time passed
510
1 game monitor timer set
511
Reel rotation process
512
C
YES
Stop button on?
513
NO
Automatic timer value 0?
514
NO
YES
Stop table (slip segment number) determined
515
Reel stop operation after determined slipping segment number
516
Send reel stop command
517
B

Fig. 23

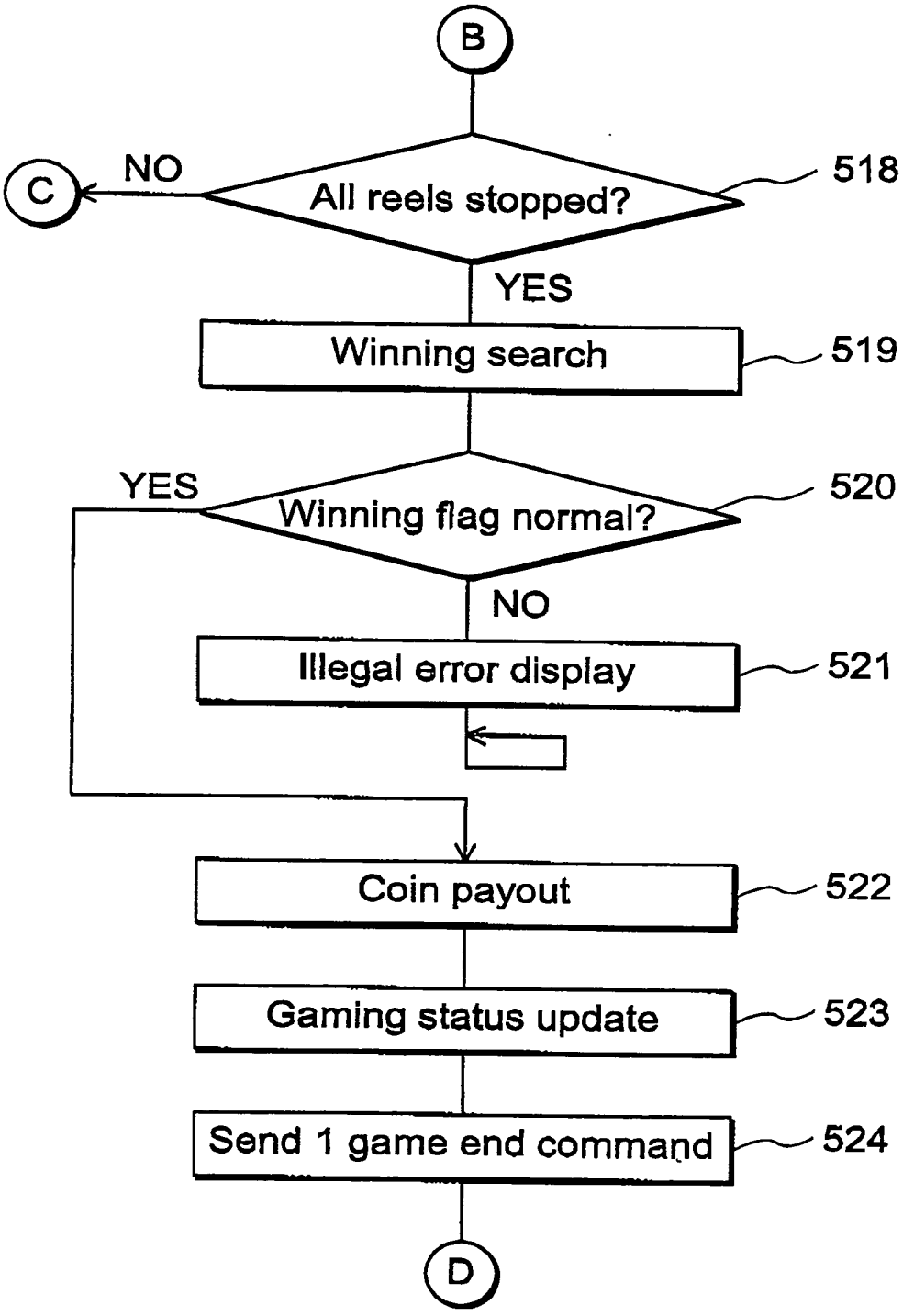

B
All reels stopped?
NO
C
518
YES
Winning search
519
Winning flag normal?
YES
520
NO
Illegal error display
521
Coin payout
522
Gaming status update
523
Send 1 game end command
524
D

Fig. 24

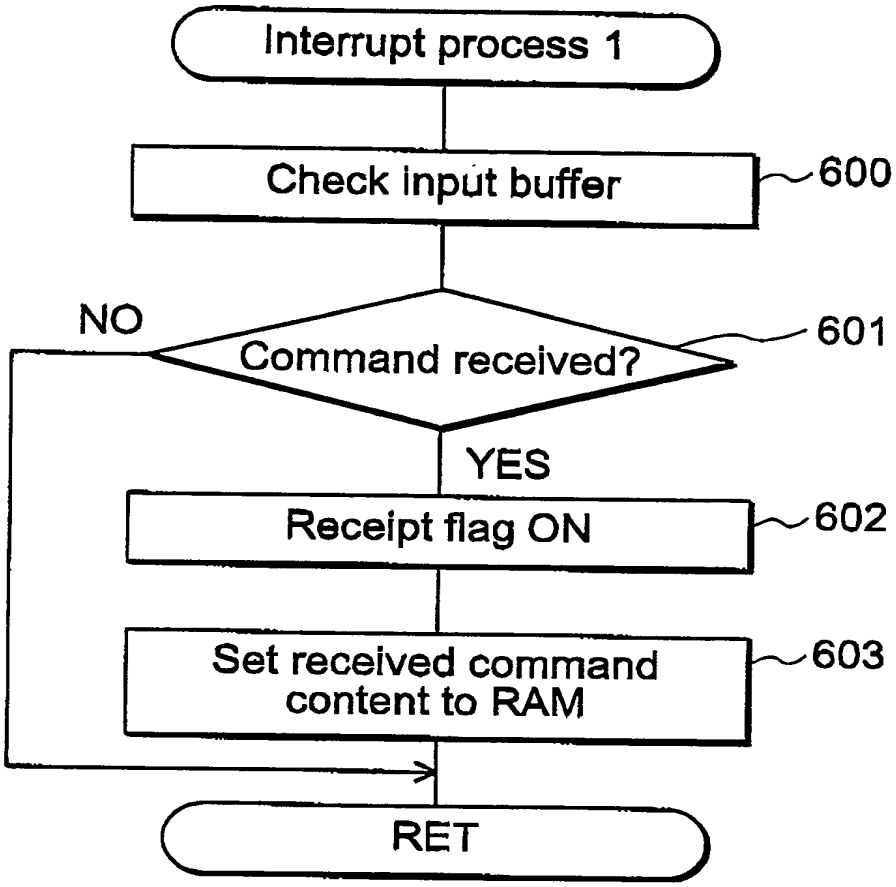

Interrupt process 1
Check input buffer
600
NO
Command received?
601
YES
Receipt flag ON
602
Set received command content to RAM
603
RET

Fig. 25

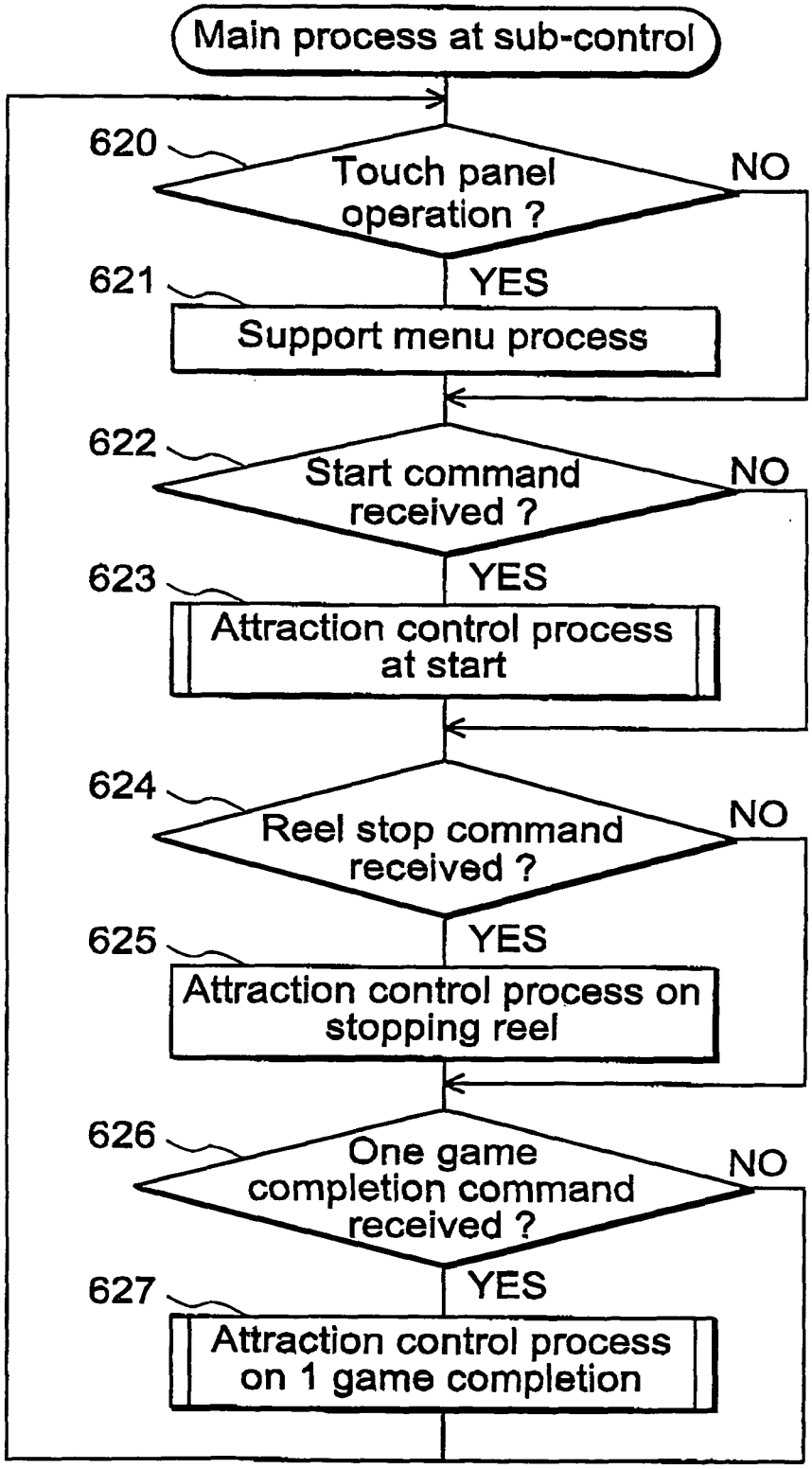

Main process at sub-control
620
Touch panel operation ?
NO
YES
621
Support menu process
622
Start command received ?
NO
YES
623
Attraction control process at start
624
Reel stop command received ?
NO
YES
625
Attraction control process on stopping reel
626
One game completion command received ?
NO
YES
627
Attraction control process on 1 game completion

Fig. 26

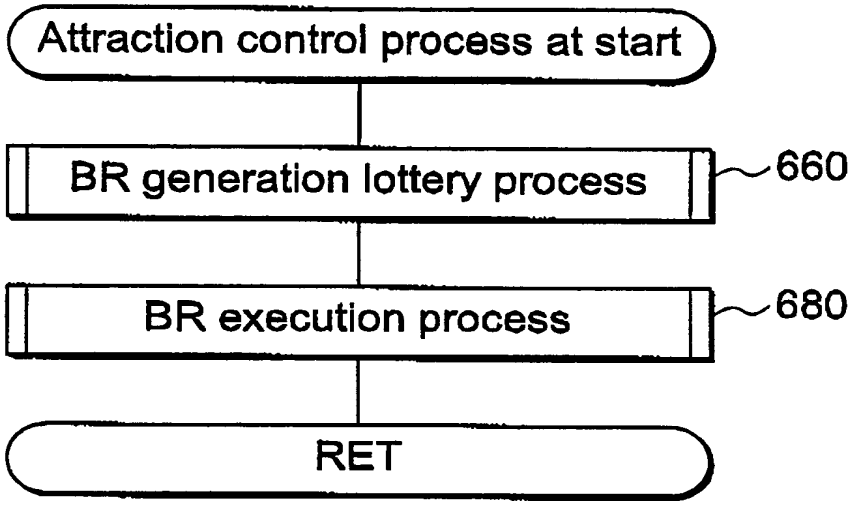

Attraction control process at start
BR generation lottery process
660
BR execution process
680
RET

Fig. 27

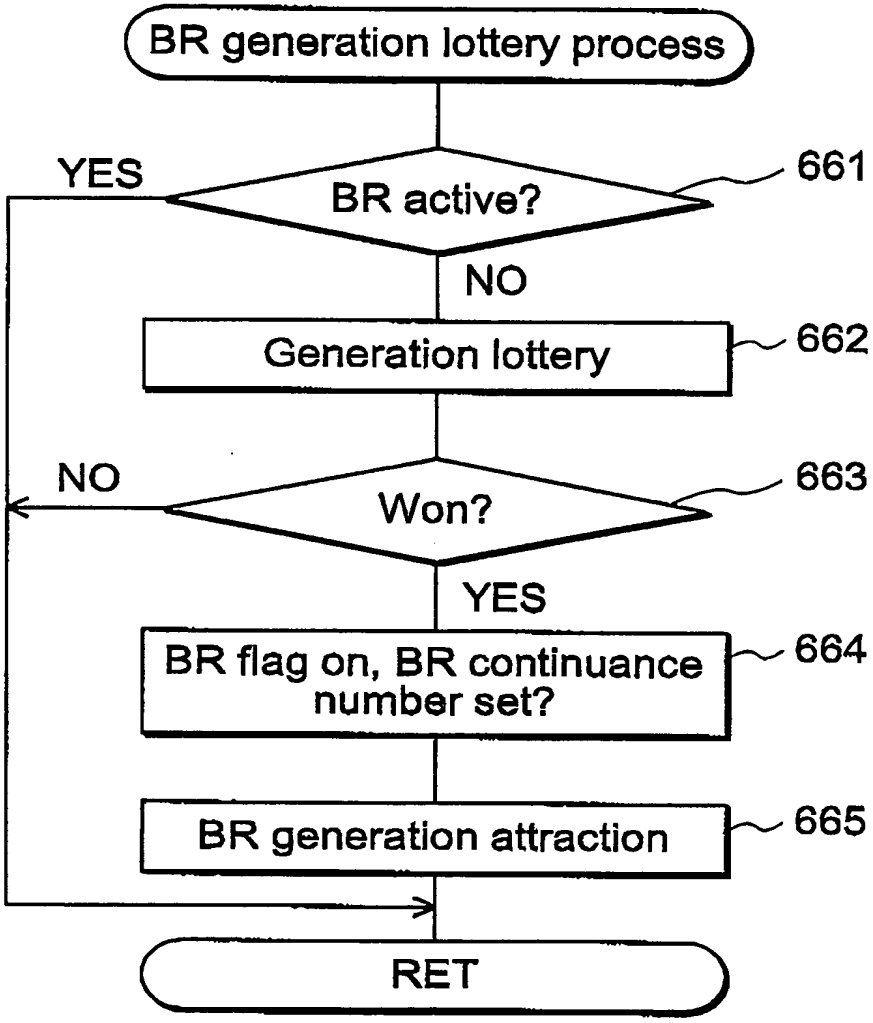

BR generation lottery process
YES
BR active?
661
NO
Generation lottery
662
NO
Won?
663
YES
BR flag on, BR continuance number set?
664
BR generation attraction
665
RET

Fig. 28

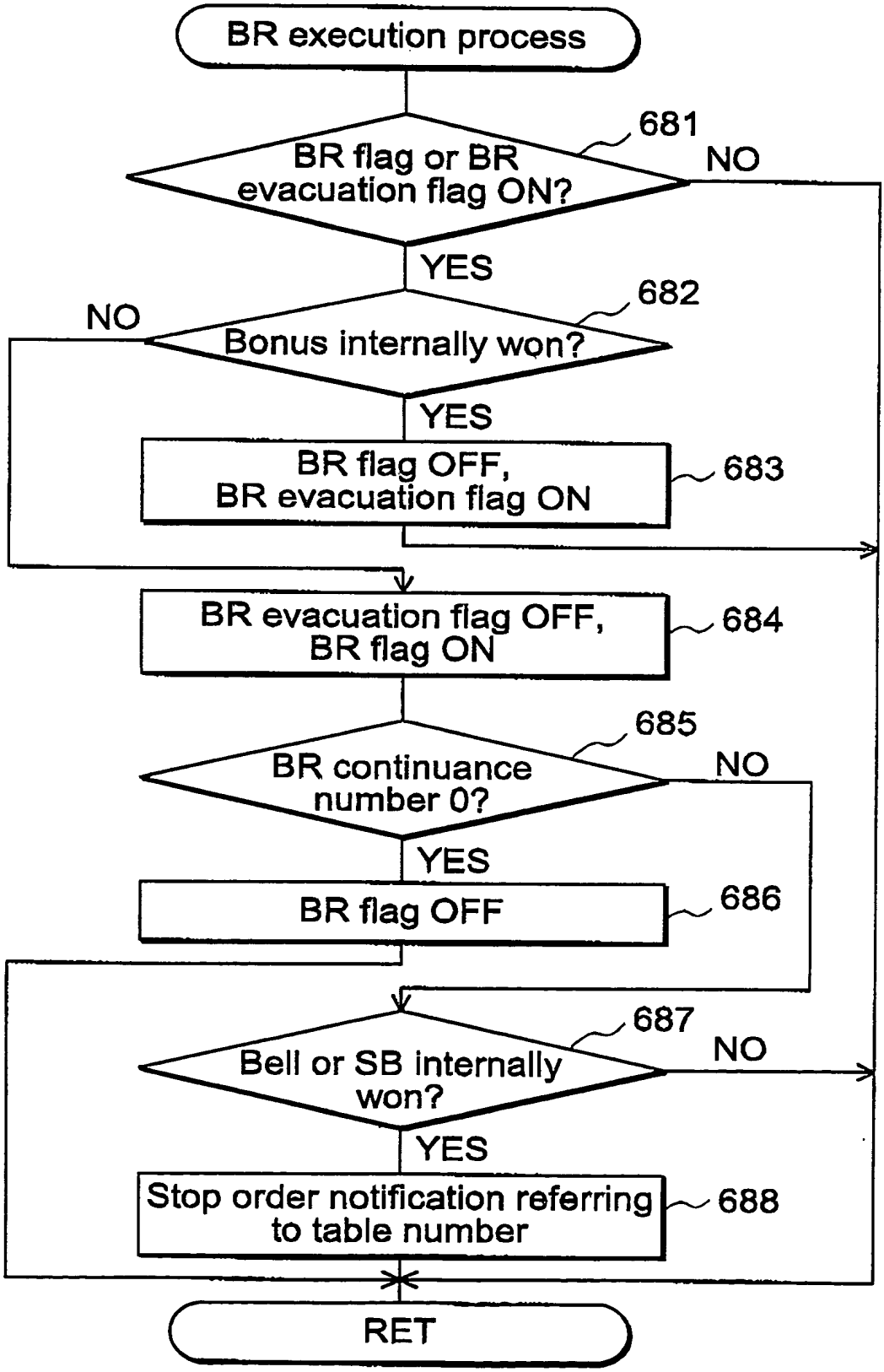

BR execution process
681
BR flag or BR evacuation flag ON?
NO
YES
682
NO
Bonus internally won?
YES
BR flag OFF, BR evacuation flag ON
683
BR evacuation flag OFF, BR flag ON
684
685
BR continuance number 0?
NO
YES
BR flag OFF
686
687
Bell or SB internally won?
NO
YES
Stop order notification referring to table number
688
RET

Fig. 29

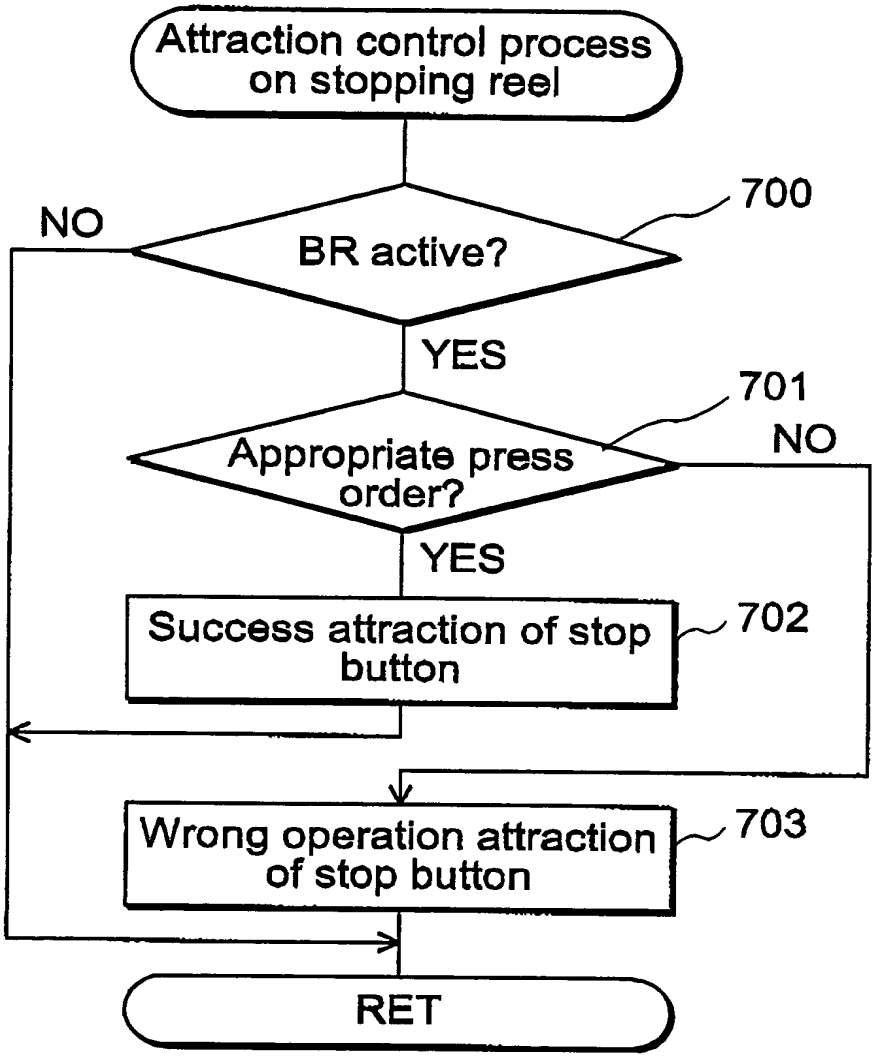

Attraction control process on stopping reel
700
BR active?
NO
YES
701
Appropriate press order?
NO
YES
Success attraction of stop button
702
Wrong operation attraction of stop button
703
RET

Fig. 30

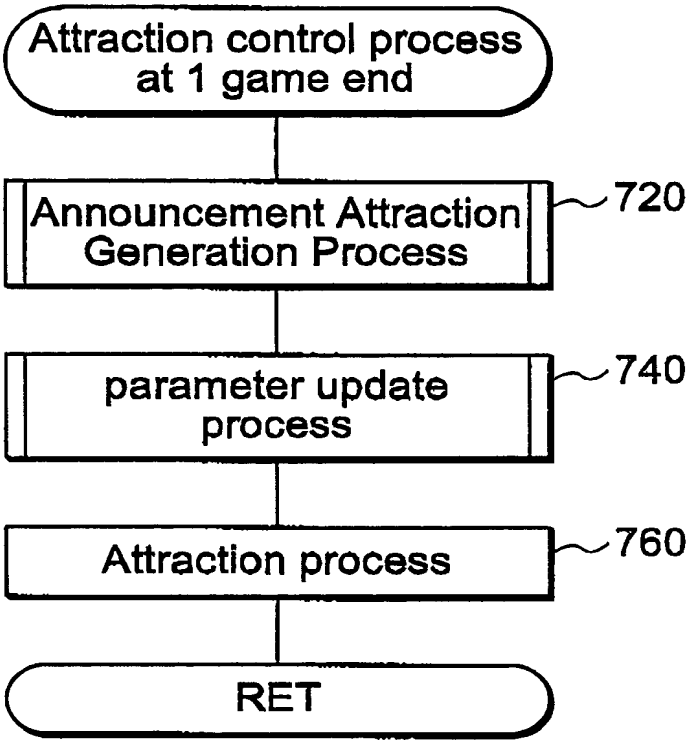

Attraction control process at 1 game end
Announcement Attraction Generation Process
720
parameter update process
740
Attraction process
760
RET

Fig. 31

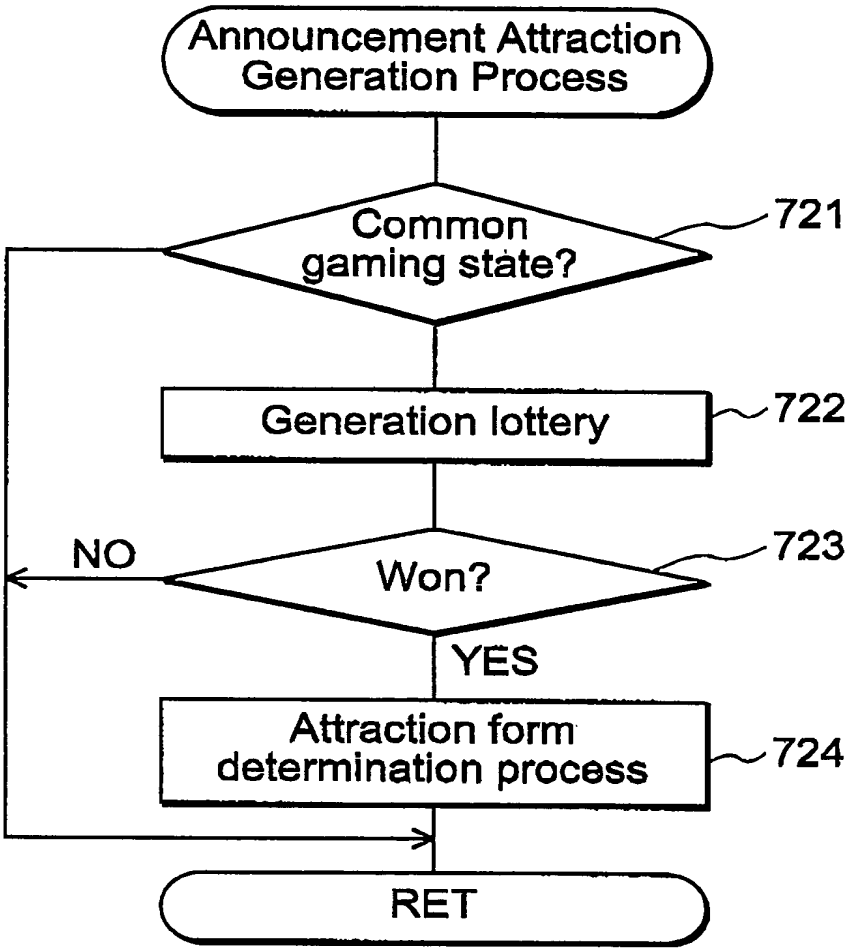
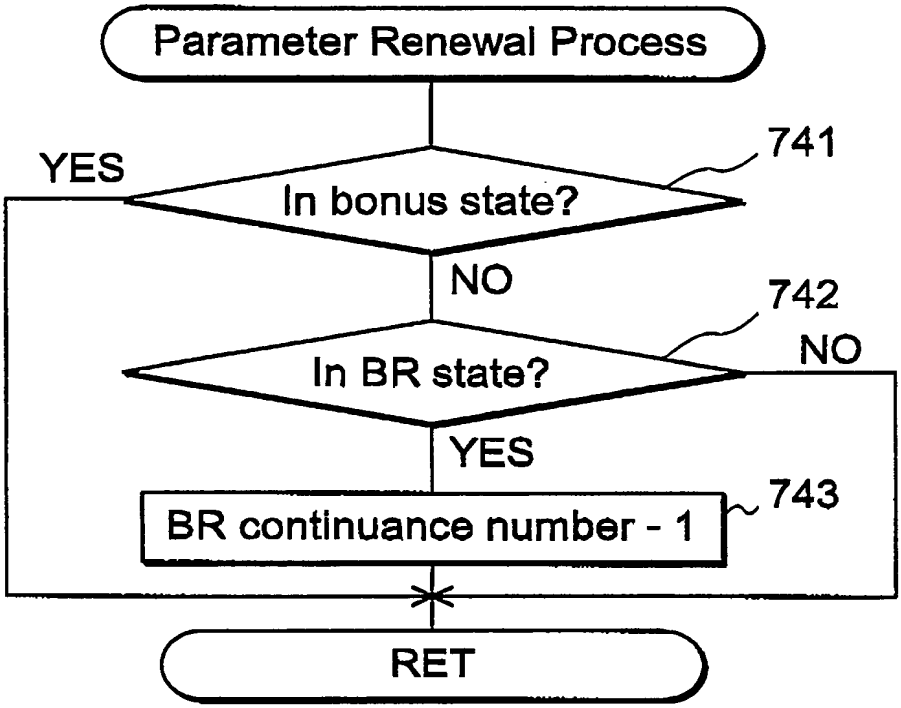

Announcement Attraction Generation Process
Common gaming state?
721
Generation lottery
722
NO
Won?
723
YES
Attraction form determination process
724
RET

Fig. 32


Parameter Renewal Process
741
YES
In bonus state?
NO
742
In BR state?
NO
YES
743
BR continuance number - 1
RET